

Example Scenario for Training Purposes Only

Note: The following training exercise is intended to provide "real-life" scenarios for use during instructor led training. Refer to the accompanying data sheet as necessary while performing the practice training exercises. Please note that the scenario and data provided are for example purposes only.

OVERVIEW

Purpose

The purpose of this document is to provide the necessary information to complete the classroom training exercises. In addition to the information provided below, you may also reference your training guide for additional information.

List of Activities

The following training exercises are part of the FIN301: General Voucher Processing course:

- Activity 1: Creating a Voucher without a Purchase Order
- Activity 2: Creating a Voucher with a Purchase Order
- Activity 3: Matching Vouchers
- Activity 4: Responding to Inquiries
- Activity 5: Acquiring Assets
- Activity 6: Payment Request Review Process

ACTIVITY 1: CREATING A VOUCHER WITHOUT A PURCHASE ORDER TRAINING EXERCISE

You have been asked to create a voucher to pay for a phone bill. Use the data in the following table to complete the activity.

Field	Value	
Navigation: Main Menu > Accounts Payable > Vouchers > Add/Update > Regular Entry		
Business Unit	37000	
Voucher ID	NEXT	
Voucher Style	Regular Voucher	
Supplier ID	000000032	
Invoice Number	<your initials="">_INV</your>	
Invoice Date	Use two days prior to Today's Date	
Gross Invoice Amount	100.00	



Field	Value	
Estimated Number of Lines	1	
Click Add		
Invoice Received	Use Today's Date	
Accounting Date	Use Today's Date	
Pay Terms	NET30	
In the Invoice Lines section		
Distribute By	Amount	
Description	Phone Bill	
In the Distribution Lines section		
GL Unit	37000	
Bud Ref	FY2015	
Fund	10000	
Appropriation	44100	
Department	370000000	
Account	1150000	
Click Save		
Action	Budget Checking	
Click Run		
Click Yes		
You have now completed this training exercise!		



ACTIVITY 2: CREATING A VOUCHER WITH A PURCHASE ORDER TRAINING EXERCISE

You have been asked to create a voucher from a Purchase Order for a set of computers. Use the data in the following table to complete the activity.

Field	Value		
Navigation: Main Menu > Accounts Payable > Vouchers > Add/Update > Regular Entry			
Business Unit	37000		
Voucher ID	NEXT		
Voucher Style	Regular		
Invoice Number	<your initials="">_POINV</your>		
Invoice Date	Use two days prior to today's date		
Click Add			
Click to expand Copy From Source Document section			
Copy From	Purchase Order Only		
Cli	ck Go		
PO Business Unit	37000		
PO Number From	Refer to Data Element 1		
PO Number To	Refer to Data Element 1		
PO Line Number From	Select Line 1		
PO Line Number To	Select Line 1		
Click	Click Search		
Check the S	Check the Select checkbox		
Click Copy Selected Lines			
Invoice Received	Today's Date		
Accounting Date	Today's Date		
Click Save			
The Voucher ID displays. Record the ID for use in Activity 3			
You have now completed this training exercise!			



ACTIVITY 3: MATCHING VOUCHERS TRAINING EXERCISE

You have been asked to run the matching process for Vouchers or Purchase Orders. This is done using a **Run Control** which needs to be created the first time you use it. Use the data in the following table to complete the activity.

Field	Value	
Navigation: Main Menu > Accounts Payable > Batch Processes > Vouchers > Matching		
Select Add a New Value tab		
Run Control ID	<your initials="">_MATCH</your>	
Click Add		
Description	Voucher Matching	
Process Frequency	Process Once	
Match Action	Matching	
Options	Voucher	
Check the Run Document Association Only checkbox		
Business Unit	37000	
Voucher ID	Use the Voucher ID created in Activity 2	
Click Run		
Ensure the Select checkbox on AP_MATCH process row is selected		
Click OK		
Click Process Monitor link		
Click the Refresh button until the Status is Success and Distribution is Posted		
You have now completed this training exercise!		



ACTIVITY 4: RESPONDING TO INQUIRIES TRAINING EXERCISE

You have been asked to respond to an inquiry to check on the payment status of a voucher. Use the data in the following table to complete the activity.

Field	Value	
Navigation: Main Menu > Accounts Payable > Review Accounts Payable Info > Vouchers > Voucher		
Business Unit - From	37000	
Business Unit - To	37000	
Voucher ID - From	00006879	
Voucher ID - To	00006879	
Amount Rule	Any	
Voucher Style	Regular Voucher	
Click Search		
The voucher will appear in the Voucher Inquiry Results section at the bottom of the page		
Click the Amounts tab to view Amount details		
Click the More Details tab to view additional payment information		
Click the Actions drop-down menu		
Select the Scheduled Payments option. Scroll down to view details		
You have now completed this training exercise!		



ACTIVITY 5: ACQUIRING ASSETS TRAINING EXERCISE

You have been asked to flag the computers purchased in Activity 2 as an asset. Use the data in the following table to complete the activity.

Field	Value	
Navigation: Main Menu > Accounts Payable > Voucher > Add/Update > Regular Voucher		
Select Find an Existing Value tab		
Business Unit	37000	
Voucher ID	Use the Voucher ID created in Activity 2	
Voucher Style	Regular Voucher	
Click Search		
Select the Invoice Information tab		
Select the Assets tab in the Distribution Lines section		
Check the Asset checkbox		
Business Unit	37000	
Profile ID	COMP_HRDW	
Click Save		
You have now completed this training exercise!		



ACTIVITY 6: PAYMENT REQUEST REVIEW PROCESS TRAINING EXERCISE

You have been asked to send a payment request for approval. Use the data in the following table to complete the activity.

Field	Value	
Navigation: Main Menu > Accounts Payable > Payments > Payment Requests > Payment Request Center		
Request ID	Refer to Data Element 1	
Click (Update)		
Click Next after reviewing Summary Information		
Click Next after reviewing Supplier Information		
Click Next after reviewing Invoice Details		
Click Payment Message link		
Click Add		
Conversation Topic	Approval Authorization	
Your Message Here	This payment request should be approved	
Click the Post button		
Click the Submit button		
Click OK		
You have now completed this training exercise!		